Repeated Games with Incomplete Information. By Robert J. Aumann and Michael B. Maschler with the collaboration of Richard E. Stearns. MIT Press, Cambridge, MA. (1995). 342 pages. $34.95.
Contents:

Preface. 1. Game theoretic aspects of gradual disarmament. 2. Repeated games with incomplete information: A survey of recent results. 3. A formal information concept for games with incomplete information. 4. Repeated games of incomplete information: The zero-sum extensive case. 5. Repeated games of incomplete information: An approach to the non-zero-sum case. Bibliography. Index.

A Guide to LaTeX2e: Document Preparation for Beginners and Advanced Users (Second edition). By Helmut Kopka and Patrick W. Daly. Addison-Wesley, Reading, MA. (1995). $36.53.
Contents:

Preface. 1. Introduction. 2. Commands and environments. 3. Document layout and organization. 4. Displayed text. 5. Mathematical formulas. 6. Pictures. 7. User customization. 8. Advanced features. 9. Error messages. Appendices. A. Letters. B. Bibliographic databases. C. LaTeX extensions. D. LaTeX extensions. E. Computer modern fonts. F. Command summary. Bibliography. Index. List of tables. List of figures.

Dynamics of Meaning: Anaphora, Presupposition, and the Theory of Grammar. By Gennaro Chierchia. University of Chicago Press, Chicago. (1995). 270 pages. $75.00, £59.95 (cloth); $31.95, £25.50.
Contents:

Preface. 1. The two souls of discourse representation theory. 2. Dynamic binding. 3. Extensions: Reconstruction, topicalization, and crossover. 4. Presuppositions and definites. Notes. References. Index.

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Contents:

Introduction. 1. Creating a simple worksheet. 2. Using ranges within spreadsheets. 3. Copying and moving. 4. Using functions and formulas. 5. Absolute and relative cell addressing. 6. Multiple worksheets. 7. Creating charts. 8. Database basics. Appendix: Features reference. Index.

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Contents:

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Contents:

Preface. Figures. Class boxes. Syntax boxes. Part I. Objects. 1. Computers and design: A bird's-eye view. 2. Understanding objects. 3. Making objects. 4. Sending messages. 5. Associations. 6. Inheritance and virtual methods. 7. Designing individual objects. 8. Designing a system of objects. Part II. Syntax for math and flow of control. 9. Adding it up. 10. Making choices. 11. Choosing one of many. 12. Loops. 13. Recursion. 14. Bugs and debugging. Part III. Built-in collections. 15. Letters and strings. 16. Arrays. 17. Sets. 18. Parsing strings. 19. Files. Part IV. Data structures. 20. Memory allocation. 21. Stacks. 22. Queues. 23. Linked lists. 24. Trees. 25. Analysis of program efficiency. Appendices. A. Reserved words. B. Borland Pascal procedures and functions. C. ASCII chart. D. Graphics package (GP) library. Index.

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Contents:

Foreword. Introduction. 1. ISDN concepts and perspectives. 2. Demand pull for ISDN. 3. What is information? 4. Supply push. 5. The ISDN network-services model. 6. ISDN protocols. 7. The standards process. 8. From standards to products. 9. The users speak up. 10. Potential uses for ISDN. 11. Providing ISDN. 12. Implementing ISDN applications. 13. What could go wrong? 14. Broadband ISDN. 15. ISDN information sources. Appendices. A. ITU-T I-series recommendations in force. B. ISDN questions for study period. C. Obtaining IETF RFCs from the Internet. D. Excerpts from the NIUF *Catalog*. Bibliography. Glossary: Telecommunications technology pieces. Index.